

FIFA 12  
by  
(STUDENT NAME OMITTED)

FIFA 12, developed by EA Canada, is a superbly well designed game, and upholds the standard of quality from previous installments of FIFA soccer games that the publisher EA is known for. The FIFA soccer series is a storied franchise known for its revolutionary approach in handling soccer games, and it was the first series to use an isometric view of the pitch, and was also the first soccer series to actually have licenses to use actual leagues players' likeness and names.

FIFA 12 keeps many of the same things that fans had known and loved from previous games. Hardcore FIFA players will notice that 3 new commentators have been added, *Andy Townshend*, *Alan Smith*, and *Clyde Tyldesley*, and that staple FIFA commentator *Andy Gray* has been dropped. In addition, three brand new revolutionary features have been added; they are the *Impact Engine*, *Tactical Defending*, and *Precision Dribbling*. The *Impact Engine* makes collisions and tackles much more realistic, with no tackle being the same, which eliminates the repetitiveness of having players collide in the same predictable fashion every time as in previous installments. *Tactical Defending* puts emphasis on timing tackles and defensive positioning, making the game more challenging and realistic, compared to the rather easy way of defending in earlier FIFA titles, where you simply had to hold a button down to win the ball back. *Precision Dribbling* makes dribbling more realistic, and increases the number of things you can do with the ball.

FIFA 12 keeps some of the game modes from earlier games, such as *Career Mode* and *Virtual Pro* and *Ultimate Team*, and some exciting new game modes have been added, with the main ones being *Head to Head Seasons* and *Online Friendlies*. In *Head to Head Seasons*, users compete with others, gaining points based on match results, and get promoted and relegated to different leagues based on their overall performance during the season, consisting of 10 games, which encourages much more competitive playing than previous FIFA titles because your league standing is on the line. *Online Friendlies* enables users to play against their friends in a manner that is similar to *Head to Head Seasons*, but you can't get relegated, and instead of promotions, you win a trophy, allowing for a more relaxed style of play. The game types, whether new or old, will keep you playing and coming back to FIFA 12 for quite some time.

The single player and multiplayer aspects are all phenomenal, however, fans of the single player *Virtual Pro* career mode option will again be disappointed in the absence of being called up to the national team to play for their country, as was the case in FIFA 11, and is sorely missed.

FIFA 12 has almost no glitches or bugs, due to the fact that a down-loadable demo was released prior to the game's launch, however, buyers might notice that some statistics located in the leaderboards are either messed up (My highest winning streak is apparently 1,105,000,816 games on *Xbox Live*, which means that I've won that many games *in a row*) or will not load at all, but it barely detracts from the quality of the game, if at all.

FIFA 12's current competition, Pro Evolution Soccer 12, is not even on the same level as FIFA, although unfortunately, PES 12 has more customization options overall than FIFA. FIFA 12 has more licensed players, therefore real players, because FIFA has permission to use their likeness in-game compared to PES 12, and FIFA 12 also has better graphics, and is just plainly more fun, due to the wide variety of game types and connectivity with friends.

FIFA 12 targets a wide variety of gamers, from casual soccer fans and gamers, to the most hardcore gamers and die-hard soccer fans, and FIFA 12 satisfies. It's a title that earns its \$60 price tag.

